

DESIGN JOURNAL

Unfortunately, I did not have time to complete my prototype. I encountered a lot of issues with the tutorials and references I was checking and had a lot of trouble getting it to work, really sorry about that, I take full responsibility for this mistake.

That being said, this game was supposed to be a simple “cleaning up” game, where the moving avatar has to pick up all the spheres around the room (the mess) in order to be able to leave, so I had planned for the full game to have many rooms, having to clean and explore the entire house, starting in the bedroom, where they were doing homework, but decided to get up and procrastinate by cleaning up everything they see.

Since this prototype does not work, I will try my best to focus the questions on the aspects that do, and the overall concept.

1. Is the cleaning up while procrastinating something relatable to you?
If not, what other tasks do you do instead of what you’re supposed to do?
2. Do you think the entire house would get too boring to clean?
3. Do you have any suggestions for “surprise” events to pop up throughout the game? (maybe an online class that you need to run back to the bedroom to move your move / type in the chat, and you only have 30 seconds or you’ll get ‘caught’)
4. When you think about this concept, what kind of “feel” are you getting? Is it a stressful / time based game? Or is it a chill / relaxing game where at the end you just feel satisfied of everything you cleaned up?

Thank you for your answers, I really appreciate it, and sorry again about this prototype.